

PlayFPN Midnight Madness at Day Hill Dome

Entrance, Exit, Warmup, Spectator and Dome Specific Rules.

1. Only rubber or molded cleats or turf shoes are allowed. No metal is permitted.
2. The area closest to the dome walls along the baselines is an out-of-play area. Umpires will explain.
3. All fair balls that hit the ceiling or a light are a live ball and playable.
4. All players on the bench must be behind the netted area in front of the bench.
5. The area beyond the outfield fences is the designated shared warm-up area. All teams use this area to warm up all players.
6. Teams can bring popup nets for hitting but you **MUST** pack them up and take them with you when you go to play. When you enter the field area go directly to your bench unpack, and start the homeplate meeting and be ready to start.
7. Teams warming up must be packed up and ready to enter the field as soon as the previous game is over.
8. Teams leaving the field must pack their gear and immediately leave the field. There are no team meetings allowed on the field.
9. **NO SPECTATORS** are allowed on the field. Only players and coaches are permitted on the field.
10. Teams can bring food and drinks. But **NO** drinks or food allowed on the turf other than water.

Game Play Rules

1. Current National Federation of High School (NFHS) Softball Rules and Regulations will apply to Fastpitch Nation Park Tournaments unless modified below in this document. The NFHS Softball Rules Book is Available for purchase on the NFHS website. It is the responsibility of ALL coaches to be familiar with the playing rules.
2. Tournament Formats: Pool Play to single elimination (Unless determined otherwise by the Tournament Director).
3. Games
 - a. All games will have time limits.
 - i. All Games (including the Finals)
 1. The game length is 1:00 complete the batter. After the clock expires, the at-bat completes and the game is over. If the home team is up to bat when the time expires, any runs they have scored during that half-inning will be counted unless the score reverts back to the previous inning. Pool play does NOT use a tie-breaker. In elimination play one run is awarded to the higher seed to break a tie.
 - a. The home team can win with the runs they score in their half of the inning but cannot lose or tie in their half of the inning if the home team is ahead entering the final inning and the away team takes the lead or ties in their last at-bat since the home team did not also get a full 3 outs in the same inning. In this case, the score reverts back to the previous completed inning and the home team wins by the score at the end of that inning.
 - b. If the away team is ahead entering the final inning and the home team ties the game when time expires the game is a tie regardless of the number of outs played. Since the home team has already tied the game, it cannot revert to a previous inning where they would be the loser. In elimination play one run is awarded to the higher seed to break a tie.
 - b. Choosing Home or Away Team
 - i. During pool play a coin toss determines home and away.
 - ii. The choice of dugout is first come, first served. Both dugouts are on the same side of the field for player safety due to space.
 - iii. During single elimination, the higher-seeded team can choose home or away.
4. Pool play seeding and tie-breaker criteria:
 - a. Total Number of Wins, followed by
 - b. Winning Percentage, followed by
 - c. Average Runs Allowed (total runs allowed / games played), followed by
 - d. Average Runs Scored (total runs scored / games played), followed by
 - e. Season Points that were earned prior to the event being played, followed by
 - f. Date/time the team registered in the system for the season (Ascending).
 - g. Head-to-head is used only in situations where only two teams are tied at any level in the tiebreaker chain. If more than 2 teams are tied in any criteria, then head-to-head is ignored.
 - h. Common Example:
 - i. Teams A, B, and C are tied for the Total Number of Wins. No Head-to-Head is used and the system moves to Winning Percentage.
 - ii. Teams A, B, and C are still tied at Winning Percentage. No Head-to-Head is used and the system moves to Average Runs Allowed.
 - iii. Team C allowed an average of 2 runs. Teams A and B are tied allowing an average of 3 runs. Team C is seeded ahead of teams A and B.
 - iv. Since teams A and B are the only 2 teams remaining and are tied at Average Runs Allowed, Head-to-Head is looked at between those two teams only.
 - v. If teams A and B never played each other, the system moves on to the next criteria in the tiebreaker chain, Average Runs Scored.

- vi. However, if teams A and B played each other, Head-to-Head is used and the winner of the Head-to-Head game is advanced ahead of the loser of the Head-to-Head game in the final seedings.
 - vii. Teams that move ahead via Head-to-Head are noted in the seeding table with an asterisk.
- 5. The game is in the control of the Umpires on the field.
- 6. Teams must be prepared to play 30 minutes before game time. If circumstances permit to start games early, the umpires will do so.
- 7. Fastpitch Nation utilizes Double First bases on all fields. Please be familiar with the double first base rules in the NFHS rule book.
- 8. The manager is required at the plate conference (payment to the umpires is made at this time).
- 9. The manager is legally responsible for all the team's equipment.
- 10. The manager is responsible for the team's spectators' actions.
 - a. Spectators/parents associated with a team are the responsibility of the Manager. It will be the manager's responsibility to control their team's spectators which may include ejection.
- 11. The clock begins immediately after the pre-game plate conference.
 - a. Game time is in the control of the umpires.
 - b. The clock is not stopped for any reason except in this circumstance:
 - i. The clock is NOT stopped for any reason, including injury. We have a fixed amount of time the tournament can use the dome and it must compete as scheduled.
 - ii. We ask that a volunteer from one of the teams operate the scoreboard controller.
- 12. Run Ahead (Mercy) Rules are in effect for all games in the tournament including the finals – (14 runs after 2 innings; 12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings).
- 13. Only coaches and rostered players are allowed inside dugouts and on the field. Defensive coaches are NOT allowed on the field of play when the ball is live during games.
- 14. At the conclusion of the game, the Manager/Coach MUST verify and sign the scorecard with the game's final score. Once scores have been entered into the system, seedings are made and brackets set, there will be no going back to fix an incorrect score that the Manager/Coach signed for on the scorecard.
- 15. Jewelry is allowed. However, jewelry that is judged by the umpire to be dangerous, must be removed and may not be worn during the game.
 - a. Penalty – Illegal equipment shall be removed or made legal. The umpire shall issue a team warning. The next offender and the Manager shall be restricted to the dugout/bench for the remainder of the game.
- 16. Line-Ups/Rosters – There are multiple options to use a line-up.
 - a. Traditional line-up with or without substitutes.
 - b. Traditional line-up utilizing two APs with or without substitutes.
 - i. Up to two Additional Players (APs) can be used to increase the batting order to 10 or 11 batters. The AP(s) will be placed in the batting order in the positions to be occupied. The AP(s) can also be used on defense (only 9 defensive players in the field), but must keep the same position in the batting order. The AP(s), if used, must be selected prior to the start of the game, and their name(s) must be included on the line-up card presented to the Umpire. Failure to declare the use of the AP(s) prior to the game precludes the use of the AP(s) in that game. If a pinch-hitter or pinch-runner is used for an AP, that player becomes the new AP. The original AP(s) may re-enter like any other player under the re-entry rule. If an AP is used, the position must be used the entire game.
 - ii. APs may play defense for any player, that player is still in the lineup and bats.
 - iii. If the AP plays defense for the Flex, the Flex leaves the game and counts as a substitution when she re-enters.
 - c. Traditional line-up utilizing two APs with or without substitutes and utilizing the DP/Flex option (Max 11 Hitting).
 - d. Roster or continuous batting where everyone in the lineup hits is allowed in all games in the tournament. However, then there are No substitutions. This means all players in the lineup will bat. APs and DP/Flex can still be used.
 - e. NOTE: Whichever lineup is used, it must be declared when lineups are exchanged at the plate conference and remain in effect.
- 17. Pitchers – Please be familiar with the pitching rules in the NFHS rule book.
 - a. Prior to starting inning #1... Five warm-up pitches. Three warm-up pitches every inning thereafter.
 - b. No sticky or tacky substances such as pine tar or rock rosin may be used as a substitute for a powdered drying agent such as rosin bags which are legal. Gorilla Gold grip enhancer towels are legal.
- 18. Courtesy Runners – will be allowed for the catcher and pitcher at any time by a legal courtesy runner. If a team does not have a legal substitute remaining in their lineup, they can use the Last Completed At-Bat as a courtesy runner subject to the same rules and restrictions as regular courtesy runners.
- 19. Ejections –
 - a. If a Manager, Asst. Coach or Team Personnel, or someone other than a player, gets ejected from the game, they must leave the vicinity (out of sight, out of mind) of that playing field immediately and be prohibited from any further contact (direct, indirect, or electronically) with the team during the remainder of that game. Failure to leave or comply will be a team forfeit. Any ejection deemed extreme by the UIC and Tournament Director may warrant an additional game ejection. Any threat made to an official will mean ejection from the Tournament and the involvement of law enforcement. It is the Tournament Director's discretion whether further penalties are warranted.
 - b. If a player is ejected and a parent or legal guardian is present, the player and parent must leave the vicinity (out of sight, out of mind) of that playing field immediately and be prohibited from any further contact (direct, indirect, or electronically) with the team during the remainder of that game. If a parent or legal guardian is not present, the player will be restricted to the bench under the supervision of an

adult. An ejected player will be able to play in the next game. Any ejection deemed extreme by the UIC and Tournament Director may warrant an additional game ejection. Any threat made to an official will mean ejection from the Tournament and the involvement of law enforcement. It is the Tournament Director's discretion whether further penalties are warranted.

- c. If a parent/spectator is ejected, they also must leave the vicinity (out of sight, out of mind) of that playing field. Ejection will be for one game only. Any ejection deemed extreme by the umpires may warrant an additional game ejection. Any ejection deemed extreme by the UIC and Tournament Director may warrant an additional game ejection. Any threat made to an official will mean ejection from the Tournament and the involvement of law enforcement. It is the Tournament Director's discretion whether further penalties are warranted.

20. Protests –

- a. There are NO PROTESTS allowed for any reason in this tournament.

21. Roster Rules

- a. Teams can roster up to 20 players.
- b. Players can be on more than one roster, hence a guest player process is not required. However, a player cannot play for more than one team in a tournament other than in exhibition games.
- c. The players on a team's roster before the scheduled start of a team's first game in an event, is their official roster for that event.
- d. Once a team has started its first game in a tournament, a player cannot be added to a team's roster unless injury forces the team to have fewer than 9 players. Then players can be added to the roster to bring the roster up to no more than 9 players.
- e. A team can play with 8 players but the 9th spot in the batting order is an out. If the 9th player arrives when the game is underway, she can be added to the 9th spot in the batting order.

22. Forfeits

- a. The score for all forfeits will be recorded as 14-0 (the same as a 2-inning run-ruled game).
- b. If a team forfeits all their games in pool play the team is NOT automatically the last seed. The team will have a 0-3 record, allowing 42 runs and scoring 0. If another team goes 0-3 and allows more than 42 runs they would be a lower seed.